

JOINT WARRIOR

WARGAME SUMMARY:

Joint Warrior is a theater-level seminar wargame conducted in conjunction with the Joint Flag Officer Warfighting Course (JFOWC). It is designed to identify and resolve issues associated with joint and coalition theater warfare from both CINC and component commander perspectives. Joint Warrior is designed to foster discussions of campaign planning and warfighting; the exchange of ideas and concepts among senior Air Force, Army, Marine and Naval officers; and the application of joint and service doctrine in theater warfare. It emphasizes component mission assignments, basing and employment of forces, force structure requirements and appropriate courses of action (COA) under conditions of uncertainty. Wargame classification can be up to Top Secret/SCI.



OBJECTIVES/PURPOSE:

Joint Warrior fosters understanding and appreciation of:

- a. The decision-making process of theater and component commanders during the campaign planning and execution phase of an operation.
- b. The development and execution of a theater campaign plan.
- c. The implications of command when exercised over joint and coalition forces.

GENERAL INFORMATION:

- a. Wargame Sponsor: Armed Forces Service Chiefs.
- b. Wargame Director: Lt Col Greg Gomez, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-6219.
- c. Contractor Lead: Mr. Ken Black, Air Force Wargaming Institute, CADRE/WGOO, DSN: 493-9264.
- d. Participants: Approximately 18 general and flag officers per class are divided into two seminars. Retired four-star general/flag officers act as course moderators during the campaign planning phase of the exercise. Six senior field grade officers--two each from the Air Force and Army, plus one each from the Navy and Marine Corps--act as facilitators for the seminar panels. The Air Force Wargaming Institute, Army War College Center for Strategic Leadership, Naval

War College Wargaming Department and Marine Corps War College Wargaming Department personnel act as control team members.

- e. Frequency and Duration: Joint Warrior is held twice a year in conjunction with JFOWC and requires three days to execute.
- f. Wargame Location: Air Force Wargaming Institute, Bldg 1406, Maxwell AFB AL.
- g. Supporting Models and Simulation Tools: Joint Warrior is a manually adjudicated wargame. The ForceView mapping tool is used to show troop disposition and potential troop movements based on selected courses of action.

WARGAME EXECUTION:

Joint Warrior is a seminar-based, theater-level wargame focusing on the activities of the theater commander (USCINCCENT) and the major component commanders (USCENTAF, USARCENT, USNAVCENT, USMARCENT and USSOCCENT). It is conducted with two seminar panels conducting independent games. A lead-in briefing sets the stage and explains the general world situation. Participants establish command relationships, develop courses of action and a campaign plan using joint and combined forces. Joint campaign responsibilities of the components are emphasized.

As the scenario progresses, participants are confronted with command concerns unique to the transition phase between peace and war. Rules of engagement (ROE) are discussed and recommended changes developed. With the onset of hostilities, emphasis is placed on the concerns and actions of theater commanders. Participants are given a six-week campaign intelligence and situation update and are then tasked to reassess strategic objectives, refine strategy and perform branch and sequel planning. Supporting issues include land and naval component missions, deep operations, space operations, airspace management, air defense, rear area security and reserve forces.

The exercise wrap-up begins with a side-by-side “Combatant Commander” slide presentation of each seminar’s campaign plan to all course participants. Plan similarities and differences are discussed and the game concludes with an open discussion of key lessons learned, led by the attendees with guidance from the retired general/flag officer moderators.

WARGAME DATES:

2-14 Mar 2003

7-9 Sep 2003